BLOOD ELEMENTAL

A partially coagulated mass of blood stands twelve feet tall before you. Its vaguely humanoid shape leaves bloody footprints as it steps closer with an expression of horror simulated by air bubbles rising to where its face should be. An unmistakable odour similar to that of oxidising iron fills air, and the creature lets out a gurgling wail before moving to attack.

Unnatural Elementals. A blood elemental is an elemental being usually summoned from a large quantity of blood, or sometimes water extracted from the lungs of creatures who have drowned. While they are indeed animated by the same spiritual energy that fuels other elemental creatures, the blood elemental exists only as a result of arcane tampering. By using rituals similar to those used while summoning a water elemental, blood can be animated into a hideous form.

Drawn To Lifeblood. In much the same way other elementals are drawn to their primary element, blood elementals are drawn to the blood of living creatures. Similar to how a water elemental might be most comfortable in an exceptionally wet location filled with lots of water, the blood elemental is at its happiest when surrounded by the blood of other creatures. This instinct to find, absorb, and be surrounded by blood often leads to horrible acts of violence against living creatures that have blood. Once a blood elemental has absorbed a significant amount of blood

into its form, it will split into two separate blood elementals and work together to find more blood they can feed on. If not kept in control, this process can very easily spiral to the point of no return for entire kingdoms.

Blood Cults. Most blood elementals are created by vile cultists devoted to gods or demons dedicated to spreading carnage and destruction. Blood elementals are notoriously hard to control for a summoner and will almost always turn on the one who summoned them unless they are provided with an ample amount of living creatures to gorge themselves on. It's for this reason that their summoning is considered taboo even among those who dabble in the dark arts.

Blood Elemental

Large Elemental, Neutral Evil

Armour Class - 14 (natural armor)
Hit Points - 114 (12d10 + 48)
Speed - 30 ft., swim 90 ft.

STR 18 (+4)
DEX 15 (+2)
CON 18 (+4)
INT 10 (+0)
WIS 12 (+1)
CHA 19 (+4)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious
Senses Darkvision 60 ft., passive Perception 11
Languages Primordial
Challenge 5 (1,800 XP)

Proficiency Bonus +3

Traits

Blood Form.
The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Nauseating Blood.
When a creature enters a space occupied by the blood elemental or starts its turn there, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature can attempt this saving throw again at the end of each of its turns. Once a creature has succeeded on this save it is immune to the effects of the elemental's nauseating blood for 24 hours.

Blood Drain.
Whenever the elemental deals necrotic damage to a target that has blood it gains a number of temporary hit points equal to half the damage dealt and the creature's maximum hit points are reduced by the amount of necrotic damage they take until they finish a long rest.

Actions

Multiattack.
The elemental makes two slam attacks.

Slam.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 11 (2d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

Bloodbath (Recharge 5-6).
Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 11 (2d6 + 4) necrotic damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

Cause Insanity (Recharge 6).
The elemental assaults and twists the mind of a single creature it can see within 60 feet, spawning delusions and provoking uncontrolled action. The target must succeed on a DC 15 Wisdom Saving Throw. On a failed save the target can't take reactions and must roll a d10 at the start of each of its turns to determine its behaviour for that turn, consulting the table below. At the end of each of its turns, an affected target can make a DC 15 Wisdom Saving Throw. If it succeeds, this effect ends for that target and it is immune to the elemental's cause insanity action for 24 hours.

d10	Effect
1-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.